





**PAGER** Version 5

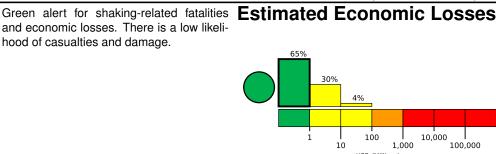
Created: 1 day, 0 hours after earthquake

### M 5.4, 54 km E of Namie, Japan

Origin Time: 2022-04-04 10:29:03 UTC (Mon 19:29:03 local) Location: 37.3973° N 141.6074° E Depth: 30.1 km

**Estimated Fatalities** 10,000 1,000

and economic losses. There is a low likelihood of casualties and damage.



**Estimated Population Exposed to Earthquake Shaking** 

ESTIMATED POPULATION EXPOSURE (k=x1000)		_*	33,859k	34k	0	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY			II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

<sup>\*</sup>Estimated exposure only includes population within the map area.

### Population Exposure

140.4

Salata

0

population per 1 sq. km from Landscan

143.1°E

### **Structures** 5000

Overall, the population in this region resides in structures that are resistant to earthquake shaking, though vulnerable structures exist. The predominant vulnerable building types are heavy wood frame and reinforced/confined masonry construction.

## **Historical Earthquakes**

Date	Dist.	Mag.	Max	Shaking
(UTC)	(km)		MMI(#)	Deaths
1983-08-08	310	5.6	VII(7k)	1
1987-12-17	249	6.5	VII(8,018k)	2
1978-06-12	98	7.6	VIII(1,304k)	22

Recent earthquakes in this area have caused secondary hazards such as landslides and fires that might have contributed to losses.

# Kitaibaraki Utsunomiya

Ichinosek

# **Selected City Exposure**

from G	eoNames.org	
MMI	City	Population
IV	Namie	22k
Ш	lwaki	357k
Ш	Kakuda	33k
Ш	Marumori	17k
Ш	Watari	36k
Ш	lwanuma	42k
Ш	Sendai	1,063k
Ш	Utsunomiya	450k
II	Chiba	920k
II	Saitama	1,193k
II	Tokyo	8,337k

bold cities appear on map.

(k = x1000)

PAGER content is automatically generated, and only considers losses due to structural damage. Limitations of input data, shaking estimates, and loss models may add uncertainty.